



## Figure 1

102	Count Digital Video Display Units Whose Image Outputs Will Be Spatially Composited by a Compositor				
104	Choose a Tile Pattern From the Tile Pattern Library Wherein an Amount of Tiles in the Chosen Tile Pattern Equals the Counted Digital Video Display Units				
106	Create a Compositing Window Within a Display Area of the Compositor Wherein a Shape of the Created Compositing Window Matches a Shape of a Periphery of the Chosen Tile Pattern and Wherein the Created Compositing Window Is Formed by Pixels Within the Display Area				
108	Decompose the Created Compositing Window Into a Number of Tiles, Wherein the Number Is Equals the Amount of Tiles in the Chosen Tile Pattern, Wherein a Shape and a Position of Each of the Tiles Matches a Shape and a Position of a Corresponding Tile in the Chosen Tile Pattern, and Wherein Each of the Tiles Is Formed by Pixels Within the Display Area				
110	Communicate, to the Compositor, the Parameters That Define the Compositing Window and the Parameters That Define Each of the Tiles				
112	Assign Each of the Tiles to a Corresponding Digital Video Display Unit				
114	Receive, at Each of the Tiles, an Image Output of the Assigned Corresponding Digital Video Display Unit, Thereby Spatially Compositing Digital Video Images With a Tile Pattern Library				

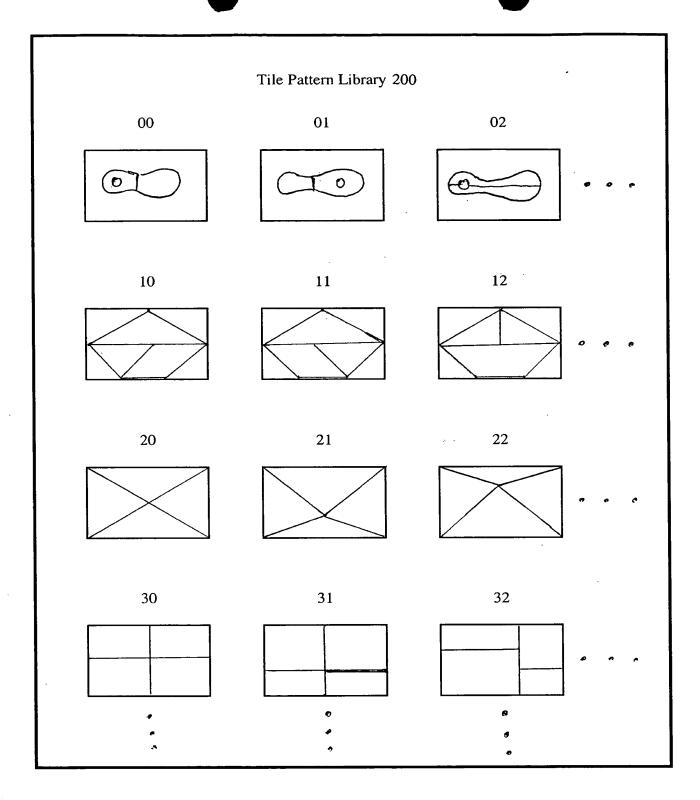


Figure 3

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Figure 4

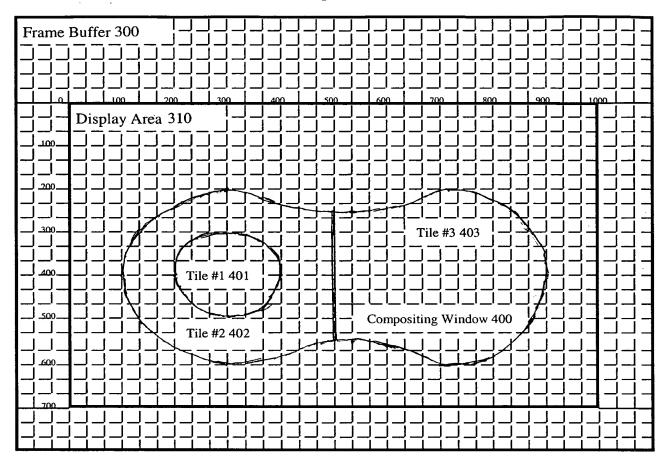
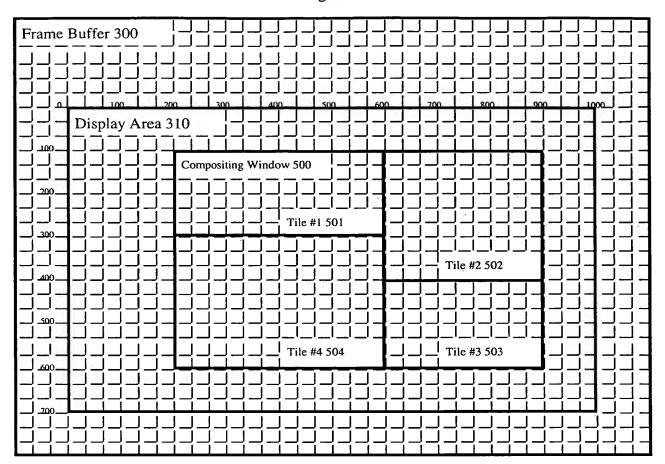


Figure 5



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Figure 6

Obtain, From the Tile Pattern Library, an Index Code That Identifies the Chosen Tile Pattern Wherein the Index Code Minimizes the Amount of Data Needed to Convey the Parameters That Define the Compositing Window and the Parameters That Define Each of the Tiles

Figure 7

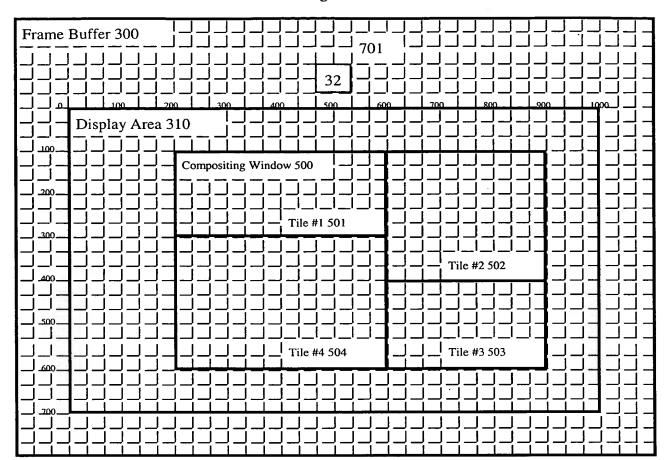
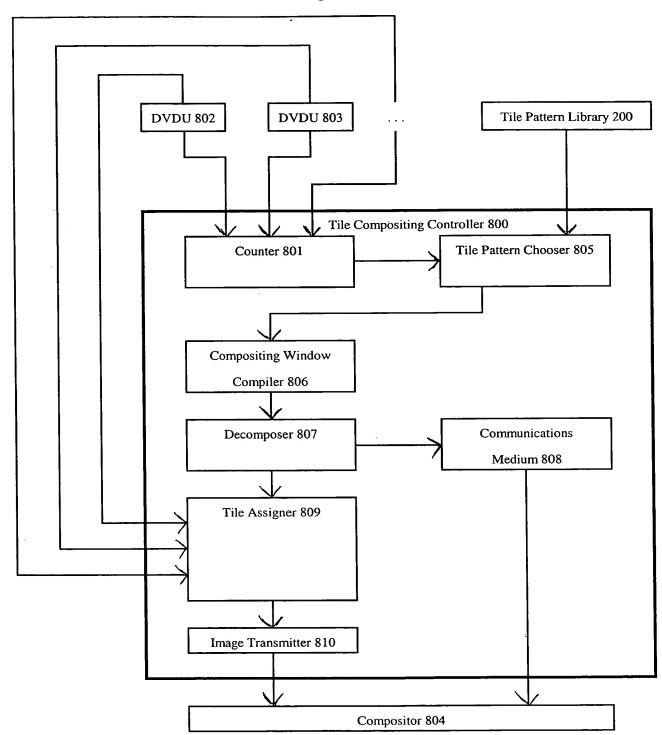
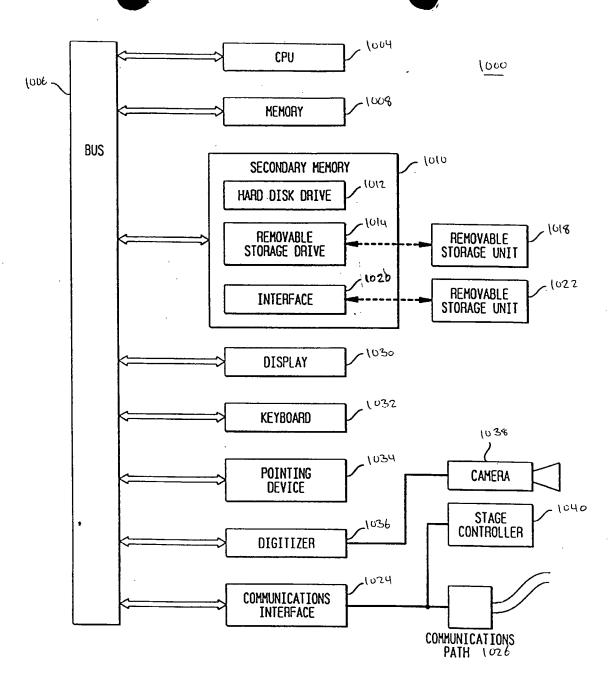


Figure 8





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